

Scholar All articles [Recent articles](#)

Results 1 - 10 of about 3,760 for **physics game collision**. (0.11 seconds)

All Results

[D Bourg](#)

[G van den Berg...](#)

[N Margolus](#)

[D Eberly](#)

[T Jakobsen](#)

[BOOK] **Physics for Game Developers**

DM Bourg - 2002 - books.google.com

... are a few examples of specific **game** elements that ... realism, from the use of real **physics**:

•The trajectory ... effects of fuel burn-off •The **collision** of objects ...

Cited by 41 - [Related Articles](#) - [Web Search](#) - [Library Search](#)

[BOOK] **Game Physics** - group of 3 »

DH Eberly - 2003 - books.google.com

... **Game Physics** David H. Eberly **Collision** Detection in Interactive 3D Environments

Gino van den Bergen 3D **Game** Engine Design: A Practical Approach to Real-Time ...

Cited by 15 - [Related Articles](#) - [Web Search](#) - [Library Search](#)

[CITATION] **Physics**, part 3: **Collision** response

C Hecker - **Game Developer Magazine**, 1997

Cited by 8 - [Related Articles](#) - [Web Search](#)

[BOOK] **Collision** Detection in Interactive 3D Environments - group of 4 »

G Van den Bergen - 2003 - books.google.com

... author of 3D **Game** Engine Design, co-author with Philip Schneider of Geometric Tools for Computer Graphics, and author of **Game Physics**. Page 3. **Collision** Detection ...

Cited by 28 - [Related Articles](#) - [Web Search](#) - [Library Search](#)

Physics-like models of computation - group of 2 »

N Margolus - **Collision**-based computing table of contents, 2001 - portal.acm.org

... **Physics**-like models of computation. Source, **Collision**-based computing table of contents. Pages: 83 - 104. ... of John Conway's new solitaire **game** 'Life' Scientific ...

Cited by 143 - [Related Articles](#) - [Web Search](#)

Collision Response: Bouncy, Trouncy, Fun - group of 4 »

J Lander - **Game Developer**, Miller Freeman, March, 1999 - gamasutra.com

... Suddenly, instead of a nice **collision** demo, I had designed Asteroids. ... s column from the October/November 1996 **Game Developer**, "**Physics**, the Next ...

Cited by 6 - [Related Articles](#) - [Cached](#) - [Web Search](#)

[BOOK] **Artificial Intelligence for Computer Games: An Introduction** - group of 4 »

JD Funge - 2004 - books.google.com

... Simulator. The simulator encodes the rules of how the **game**-state changes, ie the **game's** "**physics**". Together with a set of animations it is the Page 16. ...

Cited by 8 - [Related Articles](#) - [Web Search](#) - [Library Search](#)

Advanced Character Physics - group of 8 »

T Jakobsen - Gamasutra. com, gamasutra **physics** resource guide, 2003 - ns.ioi.dk

... In the case of **physics** simulation, the word believability ... integrated in IO's in-house **game** engine Glacier. ... It also handles both **collision** and resting contact ...

Cited by 36 - [Related Articles](#) - [Cached](#) - [Web Search](#)

The physics of golf: The optimum loft of a driver - group of 2 »

AR Penner - American Journal of **Physics**, 2001 - link.aip.org

... e, which relates the relative velocity along the line of impact after the **collision** to that before ... CB Daish, The **Physics** of Ball **Games** (English Universities ...

Cited by 5 - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

Search Results

BROWSE

SEARCH

IEEE XPLORE GUIDE

SUPPORT

Results for "((game*<and>physics)<and>collision*) <and> (pyr >= 1951 <and> pyr <= 2..."

Your search matched 307 of 1472243 documents.

A maximum of 100 results are displayed, 25 to a page, sorted by Relevance in Descending order.

 e-mail  printer friendly

» Search Options

[View Session History](#)

[New Search](#)

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard


Modify Search

((game*<and>physics)<and>collision*) <and> (pyr >= 1951 <and> pyr <= 2004)

Search

☐ Check to search only within this results set

Display Format: ☒ Citation ☐ Citation & Abstract


 [view selected items](#)

[Select All](#) [Deselect All](#)

View: [1-25](#) | [26-50](#) | [51-75](#) | [76-100](#)

- ☐ **Biographies of contributors to the early investigation of electrical phenomena**
Gerhard-Multhaupt, R.;
[Electrical Insulation, IEEE Transactions on \[see also Dielectrics and Electrical Insulation, IEEE Transactions on\]](#)
Volume 26, Issue 1, Feb. 1991 Page(s):85 - 130
Digital Object Identifier 10.1109/14.68232
[AbstractPlus](#) | Full Text: [PDF\(4436 KB\)](#) IEEE JNL
[Rights and Permissions](#)
- ☐ **Evolution of the MOS transistor-from conception to VLSI**
Sah Chih-Tang;
[Proceedings of the IEEE](#)
Volume 76, Issue 10, Oct. 1988 Page(s):1280 - 1326
Digital Object Identifier 10.1109/5.16328
[AbstractPlus](#) | Full Text: [PDF\(4484 KB\)](#) IEEE JNL
[Rights and Permissions](#)
- ☐ **VPython: 3D interactive scientific graphics for students**
Scherer, D.; Dubois, P.; Sherwood, B.;
[Computing in Science & Engineering \[see also IEEE Computational Science and Engineering\]](#)
Volume 2, Issue 5, Sept.-Oct. 2000 Page(s):56 - 62
Digital Object Identifier 10.1109/5992.877397
[AbstractPlus](#) | Full Text: [PDF\(160 KB\)](#) IEEE JNL
[Rights and Permissions](#)
- ☐ **Back cover**
[Proceedings of the IEEE](#)
Volume 64, Issue 5, May 1976 Page(s):c4 - c4
Full Text: [PDF\(1933 KB\)](#) IEEE JNL
[Rights and Permissions](#)
- ☐ **MC++: a parallel, portable, Monte Carlo neutron transport code in C++**
Lee, S.R.; Cummings, J.C.; Nolen, S.D.;
[Simulation Symposium, 1997, Proceedings, 30th Annual](#)
7-9 April 1997 Page(s):114 - 123
Digital Object Identifier 10.1109/SIMSYM.1997.586500
[AbstractPlus](#) | Full Text: [PDF\(700 KB\)](#) IEEE CNF
[Rights and Permissions](#)
- ☐ **High energy physics and applied superconductivity**
Reardon, P.;
[Magnetics, IEEE Transactions on](#)
Volume 13, Issue 1, Jan 1977 Page(s):704 - 718
[AbstractPlus](#) | Full Text: [PDF\(6808 KB\)](#) IEEE JNL

THE ACM DIGITAL LIBRARY

 [Feedback](#) [Report a problem](#) [Satisfaction survey](#)

Published before May 2004

Terms used rigid body simulation

Found 779 of 154,313

Sort results
by

☐ [Save results to a Binder](#)

[Try an Advanced Search](#)

Display
results

☐ [Search Tips](#)

Try this search in [The ACM Guide](#)

☐ Open results in a new
window

Results 1 - 20 of 200

Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

Best 200 shown

Relevance scale ☐ ☐ ☐ ☐ ☐


1 [Motion sketching for control of rigid-body simulations](#)



Jovan Popović, Steven M. Seitz, Michael Erdmann

October 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 4

Publisher: ACM Press

Full text available:  pdf(156.23 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Motion sketching is an approach for creating realistic rigid-body motion. In this approach, an animator sketches how objects should move and the system computes a physically plausible motion that best fits the sketch. The sketch is specified with a mouse-based interface or with hand-gestures, which move instrumented objects in the real world to act out the desired behaviors. The sketches may be imprecise, may be physically infeasible, or may have incorrect timing. A multiple-shooting optimization ...

Keywords: Physically based animation, animation with constraints, user interface design


2 [Timewarp rigid body simulation](#)



Brian Mirtich

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques SIGGRAPH '00**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available:  pdf(6.54 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The traditional high-level algorithms for rigid body simulation work well for moderate numbers of bodies but scale poorly to systems of hundreds or more moving, interacting bodies. The problem is unnecessary synchronization implicit in these methods. Jefferson's timewarp algorithm [22] is a technique for alleviating this problem in parallel discrete event simulation. Rigid body dynamics, though a continuous process, exhibits many aspects of a discrete one. With modification ...

Keywords: animation, physics based modeling


3 [Natural phenomena: Synthesizing sounds from rigid-body simulations](#)



James F. O'Brien, Chen Shen, Christine M. Gatchalian

July 2002 **Proceedings of the 2002 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '02**

Publisher: ACM Press

Full text available:  pdf(6.51 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes a real-time technique for generating realistic and compelling sounds

Published before May 2004

Terms used **game engine**

Found 1,512 of 154,313

Sort results by

Try an [Advanced Search](#)

Display results

Try this search in [The ACM Guide](#)
☐ Open results in a new window

Results 1 - 20 of 200

Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

Best 200 shown

Relevance scale ☐ ☐ ☐ ☐ ☐

1 [Game engines in scientific research: Introduction](#)



Michael Lewis, Jeffrey Jacobson

January 2002 **Communications of the ACM**, Volume 45 Issue 1

Publisher: ACM Press

Full text available: (119.37 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
 (22.30 KB)

Serious computational results are derived from computer-based games.

2 [Military applications: Emerging areas: urban operations and UCAVs: a game engine based simulation of the NIST urban search and rescue arenas](#)

Jijun Wang, Michael Lewis, Jeffrey Gennari

December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation WSC '03**

Publisher: Winter Simulation Conference

Full text available: (478.82 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We are developing interactive simulations of the National Institute of Standards and Technology (NIST) Reference Test Facility for Autonomous Mobile Robots (Urban Search and Rescue). The NIST USAR Test Facility is a standardized disaster environment consisting of three scenarios of progressive difficulty: Yellow, Orange, and Red arenas. The USAR task focuses on robot behaviors, and physical interaction with standardized but disorderly rubble filled environments. The simulation will be used to ...

3 [Game engines in scientific research: The new cards](#)



Michael Lewis

January 2002 **Communications of the ACM**, Volume 45 Issue 1

Publisher: ACM Press

Full text available: (70.82 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
 (7.31 KB)

4 [Architecture for a massively multiplayer online role playing game engine](#)

Sergio Caltagirone, Matthew Keys, Bryan Schlieff, Mary Jane Willshire

December 2002 **Journal of Computing Sciences in Colleges**, Volume 18 Issue 2


Publisher: Consortium for Computing Sciences in Colleges

Full text available: (54.79 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Faster networks, faster processors and 3D accelerator cards have contributed to the push for a new genre of online games, the Massively Multiplayer Online Role Playing Game, MMORPG. This paper presents a high-level software architecture for building a MMORPG engine. Six goals for the architecture are set, the architecture is presented and then

THE ACM DIGITAL LIBRARY

 [Feedback](#) [Report a problem](#) [Satisfaction survey](#)

Published before May 2004
Terms used physics engine

Found 5,041 of 154,313

Sort results
by

 [Save results to a Binder](#)

[Try an Advanced Search](#)

Try this search in [The ACM Guide](#)

Display
results

 [Search Tips](#)

☐ [Open results in a new window](#)

Results 1 - 20 of 200

Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

Best 200 shown

Relevance scale ☐ ☐ ☐ ☐ ☐


1 [Virtual environments & stories: Qualitative physics in virtual environments](#)



Marc Cavazza, Simon Hartley, Jean-Luc Lugin, Mikael Le Bras

January 2004 **Proceedings of the 9th international conference on Intelligent user interface IUI '04**

Publisher: ACM Press

Full text available:  [pdf\(1.88 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper, we describe a new approach to the creation of virtual environments, which uses qualitative physics to implement object behaviour. We adopted Qualitative Process Theory as a qualitative reasoning formalism, due to its representational properties (e.g., its orientation towards process ontologies and its explicit formulation of process' pre-conditions). The system we describe is developed using a game engine and takes advantage of its event-based system to integrate qualitative proce ...

Keywords: intelligent virtual environments, modelling and simulation, qualitative physics

2 [Design for manufacturability and global routing: Microarchitecture evaluation with physical planning](#)



Jason Cong, Ashok Jagannathan, Glenn Reinman, Michail Romesis

June 2003 **Proceedings of the 40th conference on Design automation DAC '03**

Publisher: ACM Press

Full text available:  [pdf\(159.47 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Conventionally, microarchitecture designs are mainly guided by the maximum throughput (measured as IPC) and fail to evaluate the impact of architectural decisions on the physical design, and in particular, the impact on the interconnects. In this paper, we propose MEVA, a system to consider both IPC and cycle time in the design space search for a given microarchitectural design. MEVA can consider a variety of user specified architectural alternatives that trade IPC and cycle time in the design, ...


Keywords: microarchitecture evaluation, physical planning

3 [Military applications: Emerging areas: urban operations and UCAVs: a game engine based simulation of the NIST urban search and rescue arenas](#)

Jijun Wang, Michael Lewis, Jeffrey Gennari

December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation WSC '03**

Publisher: Winter Simulation Conference

Full text available:  [pdf\(478.82 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Scholar [All articles](#) [Recent articles](#) Results 1 - 10 of about 6,260 for **rigid body simulation collision**. (0.11 seconds)

All Results

[D Baraff](#)

[B Mirtich](#)

[M Lin](#)

[J Canny](#)

[P Volino](#)

Curved surfaces and coherence for non-penetrating rigid body simulation - group of 15 »

D Baraff - Proceedings of the 17th annual conference on Computer ..., 1990 - portal.acm.org

... The **collision** detection algorithms exploit the geometric ... successive time steps of the **simulation** to achieve ... behaviors to simulate in **rigid body** dynamics is ...

Cited by 182 - [Related Articles](#) - [Web Search](#)

Timewarp rigid body simulation - group of 23 »

B Mirtich - Proceedings of the 27th annual conference on Computer ..., 2000 - portal.acm.org

... that of standard timewarp events which only cause rollback up to the time of the event; it occurs in **rigid body simulation** because exact **collision** times cannot ...

Cited by 49 - [Related Articles](#) - [Web Search](#)

Impulse-based Dynamic Simulation of Rigid Body Systems - group of 6 »

BV Mirtich - 1996 - kuffner.org

... of the **collision** response algorithms. ... underlying theory. It describes how the algorithms for simple **rigid body simulation** may be extended ...

Cited by 159 - [Related Articles](#) - [View as HTML](#) - [Web Search](#) - [Library Search](#)

Impulse-based simulation of rigid bodies - group of 11 »

B Mirtich, J Canny - Proceedings of the 1995 symposium on Interactive 3D graphics, 1995 - portal.acm.org

... a promising new approach to **rigid body** dynamic **simulation** called impulse-based **simulation**. The ... are modeled through a series of **collision** impulses ...

Cited by 166 - [Related Articles](#) - [Web Search](#)

I-COLLIDE: an interactive and exact collision detection system for large-scale environments - group of 10 »

JD Cohen, MC Lin, D Manocha, M Ponamgi - Proceedings of the 1995 symposium on Interactive 3D graphics, 1995 - portal.acm.org

... the number of objects undergoing **rigid** motion and ... and Prune algorithm, the exact **collision** detection algorithm, the multi-**body simulation**, and their ...

Cited by 387 - [Related Articles](#) - [Web Search](#)

Real-time Impulse-based Simulation of Rigid Body Systems for Haptic Display. - group of 3 »

B Chang - 2002 - lms.mech.northwestern.edu

... three-dimensional **rigid body simulation**. In their approach, the Lin-Canny closest features (Lin, 1993) algorithm and scheduling scheme are used as a **collision** ...

Cited by 38 - [Related Articles](#) - [View as HTML](#) - [Web Search](#) - [Library Search](#)

Interactive manipulation of rigid body simulations - group of 30 »

J Popović, SM Seitz, M Erdmann, Z Popović, A ... - Proceedings of the 27th annual conference on Computer ..., 2000 - portal.acm.org

... update procedure in concert with a **rigid body simulator**. Motion discontinuities pose an additional challenge (eg when a point of **collision** changes to a ...

Cited by 58 - [Related Articles](#) - [Web Search](#)

A new algebraic rigid-body collision law based on impulse space considerations - group of 8 »

A Chatterjee, A Ruina - ASME, Transactions, Journal of Applied Mechanics, 1998 - ruina.tam.cornell.edu

... accurate initial conditions cannot be expected to be known by a **simulator**. ... model can be well approximated by treating the **body** as **rigid** everywhere except in ...

Cited by 38 - [Related Articles](#) - [View as HTML](#) - [Web Search](#) - [BL Direct](#)

Scholar [All articles](#) [Recent articles](#)

Results 1 - 10 of about 38,800 for **rigid body simulation** . (0.11 seconds)

All Results

[D Baraff](#)

[B Mirtich](#)

[H Gould](#)

[J Fitzpatrick](#)

[A Witkin](#)

Curved surfaces and coherence for non-penetrating rigid body simulation - group of 15 »

D Baraff - Proceedings of the 17th annual conference on Computer ..., 1990 - portal.acm.org

... Curved Surfaces and Coherence for Non-penetrating **Rigid Body Simulation** David Baraff

Program of Computer Graphics Cornell University Ithaca, NY 14853 ...

[Cited by 182](#) - [Related Articles](#) - [Web Search](#)

Coping with friction for non-penetrating rigid body simulation - group of 16 »

D Baraff - Proceedings of the 18th annual conference on Computer ..., 1991 - portal.acm.org

... Non-penetrating **Rigid Body Simulation** ... Recently, much attention has been given to physically based **simulation** methods, and in particular, **rigid body simulation**. ...

[Cited by 86](#) - [Related Articles](#) - [Web Search](#)

Timewarp rigid body simulation - group of 23 »

B Mirtich - Proceedings of the 27th annual conference on Computer ..., 2000 - portal.acm.org

Page 1. Timewarp **Rigid Body Simulation** Brian Mirtich MERL - A Mitsubishi Electric

Research Lab Figure 1: Avalanche: 300 rocks tumble down a mountainside. ...

[Cited by 49](#) - [Related Articles](#) - [Web Search](#)

Impulse-based Dynamic Simulation of Rigid Body Systems - group of 6 »

BV Mirtich - 1996 - kuffner.org

... The hardest part of **rigid body simulation** is modeling the interactions that occur ...

It describes how the algorithms for simple **rigid body simulation** may be ...

[Cited by 159](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#) - [Library Search](#)

Non-penetrating rigid body simulation - group of 8 »

D Baraff - Eurographics 93 State of the Art Reports, 1993 - cs.cmu.edu

... Chapter 2 Non-penetrating **Rigid Body Simulation** David Baraff ... Eurographics '93 State of the Art Reports Non-penetrating **Rigid Body Simulation** 1.0 Introduction ...

[Cited by 22](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#)

Real-time Impulse-based Simulation of Rigid Body Systems for Haptic Display. - group of 3 »

B Chang - 2002 - lms.mech.northwestern.edu

... 2.2 Impulse-based **simulation** Mirtich and Canny (Mirtich and Canny, 1994) have proposed a new approach to three-dimensional **rigid body simulation**. ...

[Cited by 38](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#) - [Library Search](#)

Interactive manipulation of rigid body simulations - group of 30 »

J Popović, SM Seitz, M Erdmann, Z Popović, A ... - Proceedings of the 27th annual conference on Computer ..., 2000 - portal.acm.org

... More abstractly, given the control vector u the **rigid body** simulator computes the **simulation** function S , which specifies the state of the bodies in the world ...

[Cited by 58](#) - [Related Articles](#) - [Web Search](#)

An Introduction to Physically Based Modeling: Rigid Body Simulation I—Unconstrained Rigid Body ... - group of 25 »

D Baraff - SIGGRAPH Course Notes, 1997 - cs.cmu.edu

... **Rigid Body Simulation I—Unconstrained Rigid Body** Dynamics David Baraff Robotics Institute Carnegie Mellon University ... Page 2. **Rigid Body Simulation** ...

[Cited by 19](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#)

Numerical simulation of time-dependent contact friction problems in rigid body mechanics

☐ Search Results

[BROWSE](#)

[SEARCH](#)

[IEEE XPLORE GUIDE](#)

[SUPPORT](#)

Results for "((rigid body <and>simulation)<and>game*) <and> (pyr >= 1951 <and> pyr <..."

Your search matched 129 of 1472243 documents.

A maximum of 100 results are displayed, 25 to a page, sorted by Relevance in Descending order.

[e-mail](#) [printer friendly](#)

» Search Options

[View Session History](#)

[New Search](#)

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

Modify Search

☐ Check to search only within this results set

Display Format: ☒ Citation ☐ Citation & Abstract

[Select All](#) [Deselect All](#)

View: [1-25](#) | [26-50](#) | [51-75](#) | [76-100](#)

- ☐ **1. Interactive 3D visualization of rigid body systems**
 Konyha, Z.; Matkovic, K.; Hauser, H.;
[Visualization, 2003. VIS. 2003. IEEE](#)
 19-24 Oct. 2003 Page(s):539 - 546
[AbstractPlus](#) | [Full Text: PDF\(632 KB\)](#) [IEEE CNF](#)
[Rights and Permissions](#)
- ☐ **2. A generalized framework for interactive dynamic simulation for multirigid bodies**
 Wookho Son; Kyunghwan Kim; Amato, N.M.; Trinkle, J.C.;
[Systems, Man and Cybernetics, Part B, IEEE Transactions on](#)
 Volume 34, Issue 2, April 2004 Page(s):912 - 924
 Digital Object Identifier 10.1109/TSMCB.2003.818434
[AbstractPlus](#) | [References](#) | [Full Text: PDF\(840 KB\)](#) [IEEE JNL](#)
[Rights and Permissions](#)
- ☐ **3. Knowledge-based synthesis of numerical programs for simulation of rigid-body systems in physics-based animation**
 Ellman, T.; Deak, R.; Fotinatos, J.;
[Automated Software Engineering, 2002. Proceedings. ASE 2002. 17th IEEE International Conference on](#)
 23-27 Sept. 2002 Page(s):93 - 104
 Digital Object Identifier 10.1109/ASE.2002.1114998
[AbstractPlus](#) | [Full Text: PDF\(402 KB\)](#) [IEEE CNF](#)
[Rights and Permissions](#)
- ☐ **4. A theory for learning based on rigid bodies dynamics**
 Fiori, S.;
[Neural Networks, IEEE Transactions on](#)
 Volume 13, Issue 3, May 2002 Page(s):521 - 531
 Digital Object Identifier 10.1109/TNN.2002.1000121
[AbstractPlus](#) | [References](#) | [Full Text: PDF\(464 KB\)](#) [IEEE JNL](#)
[Rights and Permissions](#)
- ☐ **5. Nonholonomic navigation and control of cooperating mobile manipulators**
 Tanner, H.G.; Loizou, S.G.; Kyriakopoulos, K.J.;
[Robotics and Automation, IEEE Transactions on](#)
 Volume 19, Issue, 1, Feb. 2003 Page(s):53 - 64
 Digital Object Identifier 10.1109/TRA.2002.807549
[AbstractPlus](#) | [References](#) | [Full Text: PDF\(1044 KB\)](#) [IEEE JNL](#)
[Rights and Permissions](#)
- ☐ **6. Physically-based simulation of objects represented by surface meshes**
 Muller, M.; Teschner, M.; Gross, M.;
[Computer Graphics International, 2004. Proceedings](#)
 2004 Page(s):26 - 33

Search Results

BROWSE

SEARCH

IEEE XPLORE GUIDE

SUPPORT

Results for "(((rigid body <and>simulation)) <and> (pyr >= 1951 <and> pyr <= 2004))"

Your search matched 2249 of 1472243 documents.

A maximum of 100 results are displayed, 25 to a page, sorted by Relevance in Descending order.

e-mail printer friendly

» Search Options

[View Session History](#)

[New Search](#)

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

Modify Search

☐ Check to search only within this results set

Display Format: ☒ Citation ☐ Citation & Abstract

View: [1-25](#) | [26-50](#) | [51-75](#) | [76-100](#)

- ☐ **1. Interactive 3D visualization of rigid body systems**
 Konyha, Z.; Matkovic, K.; Hauser, H.;
[Visualization, 2003. VIS 2003. IEEE](#)
 19-24 Oct. 2003 Page(s):539 - 546
[AbstractPlus](#) | Full Text: [PDF\(632 KB\)](#) IEEE CNF
[Rights and Permissions](#)
- ☐ **2. A fast impulsive contact suite for rigid body simulation**
 Schmidl, H.; Milenkovic, V.J.;
[Visualization and Computer Graphics, IEEE Transactions on](#)
 Volume 10, Issue 2, Mar-Apr 2004 Page(s):189 - 197
 Digital Object Identifier 10.1109/TVCG.2004.1260770
[AbstractPlus](#) | Full Text: [PDF\(580 KB\)](#) IEEE JNL
[Rights and Permissions](#)
- ☐ **3. A generalized framework for interactive dynamic simulation for multirigid bodies**
 Wookho Son; Kyunghwan Kim; Amato, N.M.; Trinkle, J.C.;
[Systems, Man and Cybernetics, Part B, IEEE Transactions on](#)
 Volume 34, Issue 2, April 2004 Page(s):912 - 924
 Digital Object Identifier 10.1109/TSMCB.2003.818434
[AbstractPlus](#) | [References](#) | Full Text: [PDF\(840 KB\)](#) IEEE JNL
[Rights and Permissions](#)
- ☐ **4. Mixing deformable and rigid-body mechanics simulation**
 Lenoir, J.; Fonteneau, S.;
[Computer Graphics International, 2004. Proceedings](#)
 2004 Page(s):327 - 334
 Digital Object Identifier 10.1109/CGI.2004.1309229
[AbstractPlus](#) | Full Text: [PDF\(452 KB\)](#) IEEE CNF
[Rights and Permissions](#)
- ☐ **5. Post-stabilization for rigid body simulation with contact and constraints**
 Cline, M.B.; Pai, D.K.;
[Robotics and Automation, 2003. Proceedings. ICRA '03. IEEE International Conference on](#)
 Volume 3, 14-19 Sept. 2003 Page(s):3744 - 3751 vol.3
 Digital Object Identifier 10.1109/ROBOT.2003.1242171
[AbstractPlus](#) | Full Text: [PDF\(540 KB\)](#) IEEE CNF
[Rights and Permissions](#)
- ☐ **6. Knowledge-based synthesis of numerical programs for simulation of rigid-body systems in physics-based animation**
 Ellman, T.; Deak, R.; Fotinatos, J.;
[Automated Software Engineering, 2002. Proceedings. ASE 2002. 17th IEEE International Conference on](#)
 23-27 Sept. 2002 Page(s):93 - 104

☐ Search Results

[BROWSE](#)

[SEARCH](#)

[IEEE XPLORE GUIDE](#)

[SUPPORT](#)

Results for "((faure<in>au) <and> (iterative<in>tl))"

Your search matched 1 of 1472243 documents.

A maximum of 100 results are displayed, 25 to a page, sorted by Relevance in Descending order.

 [e-mail](#)  [printer friendly](#)

» Search Options

[View Session History](#)

[New Search](#)


Modify Search

((faure<in>au) <and> (iterative<in>tl))

Search >

☐ Check to search only within this results set

Display Format: ☒ Citation ☐ Citation & Abstract

 **view selected items**

[Select All](#) [Deselect All](#)

» Key

IEEE JNL IEEE Journal or Magazine
IEE JNL IEE Journal or Magazine
IEEE CNF IEEE Conference Proceeding
IEE CNF IEE Conference Proceeding
IEEE STD IEEE Standard

- ☐ 1. **Fast iterative refinement of articulated solid dynamics**
Faure, F.;
[Visualization and Computer Graphics, IEEE Transactions on](#)
Volume 5, Issue 3, July-Sept. 1999 Page(s):268 - 276
Digital Object Identifier 10.1109/2945.795217
[AbstractPlus](#) | [References](#) | Full Text: [PDF\(664 KB\)](#) IEEE JNL
[Rights and Permissions](#)

☐ Search Results

BROWSE

SEARCH

IEEE XPLORE GUIDE

SUPPORT

Results for "((faure<in>au)) <and> (pyr >= 1951 <and> pyr <= 2004))"

Your search matched 101 of 1472243 documents.

A maximum of 100 results are displayed, 25 to a page, sorted by Relevance in Descending order.

e-mail printer friendly

» Search Options

[View Session History](#)

[New Search](#)

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

Modify Search

((faure<in>au)) <and> (pyr >= 1951 <and> pyr <= 2004)

Search

☐ Check to search only within this results set

Display Format: ☒ Citation ☐ Citation & Abstract

view selected items

Select All Deselect All

View: 1-25 | [26-50](#) | [51-75](#) | [76-100](#)

- ☐ 1. Determination of parameters in interior permanent-magnet synchronous motors with iron losses without torque measurement
 Fernandez-Bernal, F.; Garcia-Cerrada, A.; Faure, R.;
[Industry Applications, IEEE Transactions on](#)
 Volume 37, Issue 5, Sept.-Oct. 2001 Page(s):1265 - 1272
 Digital Object Identifier 10.1109/28.952501
[AbstractPlus](#) | [References](#) | Full Text: [PDF](#)(168 KB) IEEE JNL
[Rights and Permissions](#)
- ☐ 2. Model-based loss minimization for DC and AC vector-controlled motors including core saturation
 Fernandez-Bernal, F.; Garcia-Cerrada, A.; Faure, R.;
[Industry Applications, IEEE Transactions on](#)
 Volume 36, Issue 3, May-June 2000 Page(s):755 - 763
 Digital Object Identifier 10.1109/28.845050
[AbstractPlus](#) | [References](#) | Full Text: [PDF](#)(292 KB) IEEE JNL
[Rights and Permissions](#)
- ☐ 3. Synthesis of squirrel cage motors: a key to optimization
 Nurdin, M.; Poloujadoff, M.; Faure, A.;
[Energy Conversion, IEEE Transactions on](#)
 Volume 6, Issue 2, June 1991 Page(s):327 - 335
 Digital Object Identifier 10.1109/60.79640
[AbstractPlus](#) | Full Text: [PDF](#)(776 KB) IEEE JNL
[Rights and Permissions](#)
- ☐ 4. Design and magnetic results on a 3 Tesla, 10 Weber spectrometer magnet at Saclay
 Acerbi, E.; Faure, J.; Laune, B.; Penicaud, J.; Tkatchenko, M.;
[Magnetics, IEEE Transactions on](#)
 Volume 17, Issue 5, Sep 1981 Page(s):1610 - 1613
[AbstractPlus](#) | Full Text: [PDF](#)(840 KB) IEEE JNL
[Rights and Permissions](#)
- ☐ 5. Experimental contribution to the study of eddy currents in saturated iron
 Poloujadoff, M.; Faure, L.;
[Magnetics, IEEE Transactions on](#)
 Volume 17, Issue 6, Nov 1981 Page(s):3265 - 3267
[AbstractPlus](#) | Full Text: [PDF](#)(336 KB) IEEE JNL
[Rights and Permissions](#)
- ☐ 6. Identification of process delay time
 Faure, F.; Evans, F.;
[Automatic Control, IEEE Transactions on](#)
 Volume 14, Issue 4, Aug 1969 Page(s):421 - 422

Search Results

BROWSE

SEARCH

IEEE XPLORE GUIDE

SUPPORT

Results for "((baraff<in>au)) <and> (pyr >= 1951 <and> pyr <= 2004)"

Your search matched 22 of 1472243 documents.

A maximum of 100 results are displayed, 25 to a page, sorted by Relevance in Descending order.

 e-mail  printer friendly

» Search Options

[View Session History](#)

[New Search](#)

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard


Modify Search

((baraff<in>au)) <and> (pyr >= 1951 <and> pyr <= 2004)

Search 

☐ Check to search only within this results set

Display Format: ☒ Citation ☐ Citation & Abstract

 **view selected items** [Select All](#) [Deselect All](#)

- ☐ 1. **Physician's Workstation with Real-Time Performance**
Goldwasser, S.M.; Rleyolds, R.A.; Bapty, T.; Baraff, D.; Summers, J.; Talton, D.A.; Walsh, E.;
[Computer Graphics and Applications, IEEE](#)
Volume 5, Issue 12, Dec. 1985 Page(s):44 - 57
Digital Object Identifier 10.1109/MCG.1985.276276
[AbstractPlus](#) | Full Text: [PDF\(7434 KB\)](#) IEEE JNL
[Rights and Permissions](#)
- ☐ 2. **Role of p-doping profile and regrowth on the static characteristics of 1.3- μ m MQW InGaAsP-InP lasers: experiment and modeling**
Belenky, G.L.; Reynolds, C.L., Jr.; Donetsky, D.V.; Shtengel, G.E.; Hybertsen, M.S.; Alam, M.A.; Baraff, G.A.; Smith, R.K.; Kazarinov, R.F.; Winn, J.; Smith, L.E.;
[Quantum Electronics, IEEE Journal of](#)
Volume 35, Issue 10, Oct. 1999 Page(s):1515 - 1520
Digital Object Identifier 10.1109/3.792585
[AbstractPlus](#) | [References](#) | Full Text: [PDF\(128 KB\)](#) IEEE JNL
[Rights and Permissions](#)
- ☐ 3. **Calculating the optical properties of multidimensional heterostructures: Application to the modeling of quaternary quantum well lasers**
Gershoni, D.; Henry, C.H.; Baraff, G.A.;
[Quantum Electronics, IEEE Journal of](#)
Volume 29, Issue 9, Sept. 1993 Page(s):2433 - 2450
Digital Object Identifier 10.1109/3.247701
[AbstractPlus](#) | Full Text: [PDF\(1484 KB\)](#) IEEE JNL
[Rights and Permissions](#)
- ☐ 4. **Surface wave instability in Helicon wave propagation: Gain in multilayered structures**
Baraff, G.A.; Buchsbaum, S.J.;
[Electron Devices, IEEE Transactions on](#)
Volume 13, Issue 1, Jan 1966 Page(s):203 - 205
[AbstractPlus](#) | Full Text: [PDF\(376 KB\)](#) IEEE JNL
[Rights and Permissions](#)
- ☐ 5. **Surface wave instability in Helicon wave propagation**
Baraff, G.A.; Buchsbaum, S.J.;
[Electron Devices, IEEE Transactions on](#)
Volume 12, Issue 9, Sep 1965 Page(s):507 - 507
[AbstractPlus](#) | Full Text: [PDF\(192 KB\)](#) IEEE JNL
[Rights and Permissions](#)
- ☐ 6. **The optimization of metal—insulator—Metal nonlinear devices for use in multiplexed liquid crystal displays**
Baraff, D.R.; Long, J.R.; MacLaurin, B.K.; Miner, C.J.; Streater, R.W.;
[Electron Devices, IEEE Transactions on](#)

All Results

[S Thrun](#)

[D Fox](#)

[W Burgard](#)

[M McKenna](#)

[J Crowley](#)

[\[BOOK\] Forward Dynamics, Elimination Methods, and Formulation Stiffness in Robot Simulation - group of 6 »](#)

UM Ascher, DK Pai, B Cloutier - 1995 - cs.ubc.ca

... Most industrial **robot** arms do not have such an ill ... if double precision is used in the **simulation**, the instability ... we can put the **recursion** relations 1 , 2 in ...

Cited by 30 - [Related Articles](#) - [View as HTML](#) - [Web Search](#) - [Library Search](#) - [BL Direct](#)

[Dynamic simulation of autonomous legged locomotion](#)

M McKenna, D Zeltzer - Proceedings of the 17th annual conference on Computer ..., 1990 - portal.acm.org

... McGehee developed an autonomous 6-legged **robot** vehicle which could ... it is an accurate and efficient **recursive** formulation for forward **simulation**, and because ...

Cited by 117 - [Related Articles](#) - [Web Search](#)

[Simulation of cooperating robot manipulators on a mobile platform - group of 4 »](#)

SH Murphy, JT Wen, GN Saridis - Robotics and Automation, 1990. Proceedings., 1990 IEEE ..., 1990 - ieeexplore.ieee.org

... envi- ronment, the motion of the **robot** manipulators will ... in contact with a fixed earth, no **simulation** results are ... Both methods may use any **recursive** or closed ...

Cited by 24 - [Related Articles](#) - [Web Search](#)

[Friction modeling in dynamic robot simulation](#)

PE Dupont - Robotics and Automation, 1990. Proceedings., 1990 IEEE ..., 1990 - ieeexplore.ieee.org

... Experimen- tal and **simulation** results are used to show ... discussed as well as implications for **robot** control ... dynamic equations such as the **recursive** Newton-Euler ...

Cited by 13 - [Related Articles](#) - [Web Search](#) - [Library Search](#)

[Navigation for an intelligent mobile robot - group of 6 »](#)

J Crowley - Robotics and Automation, IEEE Journal of [legacy, pre-1988], 1985 - ieeexplore.ieee.org

... model are constructed using a variation of the **recursive** line splitting ... originally implemented and refined using an interactive mobile **robot simulation** program ...

Cited by 181 - [Related Articles](#) - [Web Search](#) - [Library Search](#)

[Kalman filtering, smoothing, and recursive robot arm forward and inverse dynamics - group of 4 »](#)

G Rodriguez - Robotics and Automation, IEEE Journal of [legacy, pre-1988], 1987 - ieeexplore.ieee.org

... forward dynamics solutions are useful for system **simulation**. ... and understand spatial recursions for **robot** dynamics. ... to develop a spatially **recursive** state space ...

Cited by 51 - [Related Articles](#) - [Web Search](#) - [Library Search](#)

[Efficient Dynamic Simulation of a Quadruped Using a Decoupled Tree-Structure Approach - group of 4 »](#)

PS Freeman, DE Orin - The International Journal of Robotics Research, 1991 - ijr.sagepub.com

... A multilegged **robot** in motion is at any one ... appropriate for legged vehicle closed-chain **simulation** have also been ... deriva- tion of O(N) **recursive** algorithms, ...

Cited by 21 - [Related Articles](#) - [Web Search](#)

[Recursive forward dynamics for multiple robot arms moving a commontask object - group of 4 »](#)

G Rodriguez - Robotics and Automation, IEEE Transactions on, 1989 - ieeexplore.ieee.org

... RODRIGUEZ, MEMBER, IEEE Absrru.ct—**Recursive** forward dynamics ... for an arbitrary number of **robot** arms moving a ... for conducting analysis and **simulation** studies. ...

Cited by 10 - [Related Articles](#) - [Web Search](#) - [Library Search](#)

Scholar [All articles](#) [Recent articles](#) Results 1 - 10 of about 19,300 for **dynamics simulation recursive**. (0.16 seconds)

All Results

[K Sims](#)

[G Rodriguez](#)

[E Bayo](#)

[A Jain](#)

[D Baraff](#)

A fast recursive algorithm for molecular dynamics simulation - group of 5 »

A JAIN, N VAIDEHI, G RODRIGUEZ - Journal of Computational Physics, 1993 - osti.gov

Electronic full text is not currently available. Title, A fast recursive

algorithm for molecular **dynamics simulation**. Creator/Author, ...

[Cited by 55](#) - [Related Articles](#) - [Cached](#) - [Web Search](#) - [BL Direct](#)

[book] The Art of Molecular Dynamics Simulation - group of 12 »

DC Rapaport - 2004 - books.google.com

... 299 11.5 Solving the **recursion** equations 308 ... Molecular **dynamics simulation** provides the methodology for detailed microscopic modeling on the molecular scale. ...

[Cited by 653](#) - [Related Articles](#) - [Web Search](#) - [Library Search](#)

Dynamic simulation of autonomous legged locomotion

M McKenna, D Zeltzer - Proceedings of the 17th annual conference on Computer ..., 1990 - portal.acm.org

... ABM algorithm is generalized and can compute the **dynamics** of any ... it is an accurate and efficient **recursive** formulation for forward **simulation**, and because ...

[Cited by 117](#) - [Related Articles](#) - [Web Search](#)

Recursive Lagrangian Dynamics of Flexible Manipulator Arms - group of 6 »

WJ Book - The International Journal of Robotics Research, 1984 - ijr.sagepub.com

Page 1. 87 **Recursive Lagrangian Dynamics** of Flexible ... on the **dynamic** formulation for **simulation** of rigid- link arms (Sturges 1973; Liegeois et al. ...

[Cited by 167](#) - [Related Articles](#) - [Web Search](#)

Real-time multibody system dynamic simulation. I- A modified recursive formulation and topological ... - group of 2 »

FUHFE TSAI - Mechanics of Structures and Machines, 1991 - csa.com

... **recursive dynamics** formulation and a topological analysis method for the formulation are presented in order to achieve the goal of real-time **simulation** of ...

[Cited by 16](#) - [Related Articles](#) - [Web Search](#) - [Library Search](#)

[book] Kinematic and Dynamic Simulation of Multibody Systems: The Real-time Challenge - group of 2 »

JG de Jalón, E Bayo - 1994 - mat21.etsii.upm.es

... not only on accuracy but on stability for real time **simulation**. Improved **dynamic** formulations of order $O(N)$ and $O(N^3)$ such as **recursive** formalisms, improved ...

[Cited by 101](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#) - [Library Search](#)

Efficient Dynamic Simulation of a Quadruped Using a Decoupled Tree-Structure Approach - group of 4 »

PS Freeman, DE Orin - The International Journal of Robotics Research, 1991 - ijr.sagepub.com

... appropriate for legged vehicle closed-chain **simulation** have also ... innovative method that simplifies **dynamics** derivation of $O(N)$ **recursive** algorithms, it ...

[Cited by 21](#) - [Related Articles](#) - [Web Search](#)

A recursive formulation for real-time dynamic simulation of mechanical systems

DAES BAE, RS HWANG, EJ HAUG - Journal of mechanical design(1990), 1991 - cat.inist.fr

A **recursive** formulation for real-time **dynamic simulation** of mechanical systems. DAE-SUNG BAE, RUOH-SHIH HWANG, EJ HAUG Journal of ...

[Cited by 10](#) - [Related Articles](#) - [Web Search](#)

Molecular dynamics simulation method and apparatus - group of 3 »

All Results

[M Warren](#)

[P Liu](#)

[J Salmon](#)

[S Bhatt](#)

[R Valembois](#)

Comparison of Various Techniques for Modelling Flexible Beams in Multibody Dynamics - group of 2 »

RE Valembois, P Fiset, JC Samin - Nonlinear **Dynamics**, 1997 - Springer
... 2 and 3 describe the way a **recursive** multibody formalism ... submitted to arbitrary motions whose **dynamic** effects cannot ... **N body** bodies (rigid bodies or flexible beams) ...
Cited by 19 - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

Direct n-body simulations with a recursive center of mass reduction and regularization - group of 3 »

JG Jernigan - IN: **Dynamics** of star clusters; Proceedings of the Symposium, ..., 1985 - adsabs.harvard.edu
Title: Direct **n-body** simulations with a **recursive** center of ... Publication: IN: **Dynamics** of star clusters; Proceedings of the Symposium, Princeton, NJ, May 29 ...
Cited by 17 - [Related Articles](#) - [Web Search](#)

A generalized recursive formulation for constrained mechanical system dynamics

DS BAE, JM HAN, HH YOO - Mechanics of structures and machines, 1999 - cat.inist.fr
A generalized **recursive** formulation for constrained mechanical system **dynamics**.
DS BAE, JM HAN, HH YOO Mechanics of structures and ...
Cited by 11 - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

Recursive linearization of multibody dynamics and application to control design

TC LIN, KH YAE - Journal of mechanical design (1990), 1994 - cat.inist.fr
Recursive linearization of multibody **dynamics** and application to control design. TSUNG-CHIEH LIN, KH YAE Journal of mechanical design ...
Cited by 5 - [Related Articles](#) - [Web Search](#) - [Library Search](#) - [BL Direct](#)

[book] The Art of Molecular Dynamics Simulation - group of 12 »

DC Rapaport - 2004 - books.google.com
... 299 11.5 Solving the **recursion** equations 308 11.6 Implementation details 317 11.7 Measurements 322 ... The **N-body** problem originated in the **dynamics** of the ...
Cited by 653 - [Related Articles](#) - [Web Search](#) - [Library Search](#)

A parallel hashed oct-tree N-body algorithm - group of 8 »

MS Warren, JK Salmon - Supercomputing'93. Proceedings, 1993 - ieeexplore.ieee.org
... **N-body** simulations are essentially statistical in nature (unless the physical system can be ... by **N** bodies, as is the case in some molecular **dynamics** simulations ...
Cited by 213 - [Related Articles](#) - [Web Search](#)

A Fully Symbolic Model of Multibody Systems Containing Flexible Plates - group of 3 »

A El Ouatuati, P Fiset, DA Johnson - Nonlinear **Dynamics**, 1999 - Springer
... several methods issuing from both the field of multibody **dynamics** and the ... which are able to compute in a purely **recursive** manner the ... **body** bodies (rigid bodies) ...
Cited by 3 - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

Astrophysical N-body simulations using hierarchical tree data structures - group of 9 »

MS Warren, JK Salmon - Proceedings of the 1992 ACM/IEEE conference on ..., 1992 - portal.acm.org
... of particles [2, 3, 4]. **N-body** simulations which use ... The distribution of bodies is **dynamic**. ... we adopted the technique of orthogonal **recursive** bisection, ORB ...
Cited by 105 - [Related Articles](#) - [Web Search](#)

Dynamic partitioning of non-uniform structured workloads with spacefilling curves - group of 12 »

Scholar All articles Recent articles Results 1 - 10 of about 161 for **n-body dynamics recursive contact**. (0.23 seconds)

All Results

[M Lin](#)

[S Gottschalk](#)

[S Redon](#)

[D Manocha](#)

[A Kheddar](#)

Projective articulated dynamics - group of 3 »

J Alexiou - 1999 - helix.gatech.edu

... Page 3. Motivation • Screws offer geometrical interpretations of **dynamics** and a compact notation • **Recursive** methods offer simple formulations Page 4. ...

[View as HTML](#) - [Web Search](#) - [Library Search](#)

A partitioning strategy for nonuniform problems on multiprocessors - group of 5 »

MJ Berger, SH Bokhari - IEEE Transactions on Computers, 1987 - portal.acm.org

... onto a hypercube by **recursive** mincut bipartitioning ... Dave Gardner, Transient **dynamics** simulations: parallel ... data locality in **N-body** simulations, Proceedings of ...

Cited by 304 - [Related Articles](#) - [Web Search](#) - [Library Search](#)

Collision detection between geometric models: A survey - group of 11 »

M Lin, S Gottschalk - Proc. of IMA Conference on Mathematics of Surfaces, 1998 - soe.ucsc.edu

... We also describe several **N-body** algorithms to reduce ... collision detection library for large **dynamic** environments ... 97, and unites the **nbody** processing algorithm ...

Cited by 272 - [Related Articles](#) - [View as HTML](#) - [Web Search](#)

Relativistic cluster dynamics of nucleons and mesons. I. Kinematics and covariance - group of 3 »

H Haberzettl - Physical Review C, 1993 - APS

... of more general Faddeev-type approaches to the **N-body** scattering problem ... given here will lead to a **recursive** hierarchy of ... This work was supported by **DYNAMICS OF** ...

Cited by 7 - [Related Articles](#) - [Web Search](#)

Language support for data parallelism in pointer based dynamic data structures

P Kumar - Proceedings of the 1993 conference of the Centre for ... , 1993 - portal.acm.org

... Page 9. tions for Parallel **N-body** Simulations. ... Evaluating Parallel Languages for Molecular **Dynamics** Computations. ... **Recursive** Partitions on Multiprocessors. ...

[Related Articles](#) - [Web Search](#)

Contributions of multibody dynamics to space flight- A brief review - group of 3 »

AK Banerjee - Journal of Guidance, Control, and Dynamics, 2003 - pdf.aiaa.org

... as complex as the general **n-body** satellite, it is ... work approach in a **recursive** formulation embedded in the commercial multibody **dynamics** code DADS ...

Cited by 3 - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

CONTACT: arbitrary in-between motions for collision detection - group of 8 »

S Redon, A Kheddar, S Coquillart - Robot and Human Interactive Communication, 2001. Proceedings ..., 2001 - ieeexplore.ieee.org

... A C++ library, **CONTACT**, has been developed. ... respectively associated to two bounding volumes hierarchies, then a simple **recursive** function simultaneously ...

Cited by 20 - [Related Articles](#) - [Web Search](#)

Block-diagonal equations for multibody elastodynamics with geometric stiffness and constraints - group of 4 »

AK Banerjee - Journal of Guidance, Control, and Dynamics, 1993 - pdf.aiaa.org

... n degrees of freedom of the **N-body** system, where ... preceding definitions lead to the **recursive** construction of ... Block-Diagonal Equations of **Dynamics** Equations of ...

Cited by 32 - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

Book: Multibody Dynamics with Unilateral Contacts - group of 2 »

F Pfeiffer, C Glocker - 1996 - books.google.com

Scholar [All articles](#) [Recent articles](#) Results 1 - 10 of about 378 for **multibody dynamics recursive contact**. (0.17 seconds)

All Results

[F Pfeiffer](#)

[C Glocker](#)

[A Shabana](#)

[W Schiehlen](#)

[S Kim](#)

[book] **Multibody Dynamics with Unilateral Contacts - group of 2 »**

F Pfeiffer, C Glocker - 1996 - books.google.com

... Theories for rigid or elastic **multi- body** systems and FEM/BEM ... 2 **Multibody** Kinematics

2.1 Geometry and Definitions 92.2 Time ... 3 **Dynamics** of Rigid Body Systems 21 ...

[Cited by 242](#) - [Related Articles](#) - [Web Search](#) - [Library Search](#)

A recursive formulation for flexible multibody dynamics, Part I: open-loop systems - group of 3 »

SS Kim, EJ Haug - Computer Methods in Applied Mechanics and Engineering, 1988 - portal.acm.org

... **recursive** formulation for flexible **multibody dynamics**, Part I ... 4.1 Mathematical Logic

Subjects: **Recursive** function theory. ... Policy Code of Ethics **Contact** Us Useful ...

[Cited by 28](#) - [Related Articles](#) - [Web Search](#) - [Library Search](#)

Flexible Multibody Dynamics: Review of Past and Recent Developments - group of 3 »

AA Shabana - **Multibody System Dynamics**, 1997 - Springer

... areas in flexible **multibody dynamics** are identified as ... application of flexible **multibody** techniques to ... between different flexible **multi- body** formulations is ...

[Cited by 133](#) - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

A recursive formulation for flexible multibody dynamics, Part II: closed loop systems

SS Kim, EJ Haug - Computer Methods in Applied Mechanics and Engineering, 1989 - portal.acm.org

... **A recursive** formulation for flexible **multibody dynamics**, Part II ... Terms of Usage Privacy

Policy Code of Ethics **Contact** Us Useful downloads: Adobe Acrobat ...

[Cited by 14](#) - [Related Articles](#) - [Web Search](#) - [Library Search](#)

Multibody System Dynamics: Roots and Perspectives - group of 2 »

W Schiehlen - **Multibody System Dynamics**, 1997 - Springer

... The scientific research in **multibody system dynamics** has been devoted ... New methods evolved with respect to simulation by **recursive** formalisms, to closed ...

[Cited by 96](#) - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

... of large multibody system dynamic equations using a new semi-explicit Newton/Euler recursive scheme - group of 2 »

P Fiset, JC Samin - Archive of Applied Mechanics (Ingenieur Archiv), 1996 - Springer

... In the **multibody dynamics** domain, several symbolic programmes have ... systems, on the basis of **recursive** formalisms ... In case of constrained **multibody** systems-which ...

[Cited by 10](#) - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

Forward dynamics algorithms for multibody chains and contact - group of 9 »

DK Pai, UM Ascher, PG Kry - Robotics and Automation, 2000. Proceedings. ICRA'00. IEEE ..., 2000 - ieeexplore.ieee.org

... Automation San Francisco, CA April 2000 Forward **Dynamics** Algorithms for

Multibody Chains and Contact * Dinesh K. Pai, Uri M. Ascher ...

[Cited by 12](#) - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

Analytical Fully-Recursive Sensitivity Analysis for Multibody Dynamic Chain Systems - group of 6 »

KS Anderson, YH Hsu - **Multibody System Dynamics**, 2002 - Springer

... This paper presents a novel fully **recursive** method, a ... in optimal design problems involving **multibody** dy- namic ... A state space O(n) **dynamic** analysis algorithm ...

[Cited by 9](#) - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

Scholar All articles Recent articles Results 1 - 10 of about 167 for **multibody dynamics recursive collision**. (0.10 seconds)

All Results

[M Hardt](#)

[K Kreutz-Delgado](#)

[O Khatib](#)

[O von Stryk](#)

[L Sentis](#)

Recursive Formulation of Operational Space Control - group of 5 »

K Kreutz-Delgado, A Jain, G Rodriguez - The International Journal of Robotics Research, 1992 - [ijr.sagepub.com](#)

... modeling and analysis of **multibody** robotic systems is ... algorithms enable an O(n) **recursive** implementation ... **dynamic** behavior of a serial rigid-link manipulator ...

[Cited by 16](#) - [Related Articles](#) - [Web Search](#)

Multibody Dynamical Algorithms, Numerical Optimal Control, with Detailed Studies in the Control of ... - group of 4 »

MW Hardt - 1999 - [geocities.com](#)

... The investigation into the **dynamics** of **multibody** systems has been an active ... **body** systems in contact with the environment continue to be on the frontiers ...

[Cited by 13](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#) - [Library Search](#)

Recursive and Residual Algorithms for the Efficient Numerical Integration of Multi-Body Systems - group of 4 »

Jl Rodríguez, JM Jiménez, FJ Funes, J García de ... - **Multibody System Dynamics**, 2004 - Springer Page 1. **Multibody System Dynamics** 11: 295-320, 2004. © 2004 Kluwer Academic Publishers. ... Efficient Numerical Integration of **Multi-Body** Systems ...

[Cited by 4](#) - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

A constraint-stabilized time-stepping approach for rigid multibody dynamics with joints, contact and ... - group of 7 »

M Anitescu, GD Hart - Int. J. Numer. Methods Eng., 2004 - [doi.wiley.com](#)

... current methods of rigid **multibody dynamics** with contact and ... an approximation of the **dynamics** that is ... concerning the behaviour of **recursive** inequalities that ...

[Cited by 6](#) - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

A recursive singularity-robust Jacobian generalized inverse - group of 3 »

K Kreutz-Delgado, D Agahi - Robotics and Automation, IEEE Transactions on, 1995 - [ieeexplore.ieee.org](#) ... **recursive** algorithm. ... to the problem of solving closed chain forward **dynamics** and computing velocity changes due to inelastic **collision** between a ...

[Cited by 4](#) - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

... stabilization for time-stepping approaches for rigid multibody dynamics with joints, contact and ... - group of 4 »

M Anitescu, A Miller, GD Hart - Proceedings of the ASME International Design Engineering ..., 2003 - [www-unix.mcs.anl.gov](#)

... Approaches used in the past for simulating rigid **multibody dynamics** with contact ... one used in the compression phase of multiple **collision** resolution (Glocker ...

[Cited by 3](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#)

... Approach to Vehicle Dynamics using the Theory of a Cosserat Point and its Application to Collision ... - group of 5 »

PC Varadi, GJ Lo, OM O'Reilly, P Papadopoulos - Vehicle System Dynamics, 1999 - Taylor & Francis

... vehicle accident 2 or an initial **collision** may serve ... For example, a typical rigid **multibody** computer code ... the detailed analysis of vehicle **dynamics** see Kortum ...

[Cited by 4](#) - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

Dynamic modeling in the simulation, optimization, and control of bipedal and quadrupedal robots - group of 2 »

M Hardt, O von Stryk - ZAMM · Z. Angew. Math. Mech, 2003 - [doi.wiley.com](#)

Scholar All articles Recent articles Results 1 - 10 of about 798 for **rigid body dynamics recursive collision**. (0.06 seconds)

All Results

[M Lin](#)

[P Volino](#)

[K Sims](#)

[N Thalmann](#)

[M McKenna](#)

Timewarp rigid body simulation - group of 23 »

B Mirtich - Proceedings of the 27th annual conference on Computer ..., 2000 - portal.acm.org
... in- individual \neq state queues into a **dynamic** state graph ... Rollback is implemented with
a simple **recursive** traversal of ... still handled on a per **rigid body** (per link ...

Cited by 49 - [Related Articles](#) - [Web Search](#)

Collision Detection and Augmented Reality: Fast Continuous Collision Detection between Rigid Bodies - group of 18 »

S Redon, A Kheddar, S Coquillart - Computer Graphics Forum, 2002 - Blackwell Synergy
... and coherence for non-penetrating **rigid body** simulation. Computer ... simulation of solid
rigid bodies. ... **Dynamic collision** detection in virtual reality applications. ...

Cited by 59 - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

Dynamic simulation of autonomous legged locomotion

M McKenna, D Zeltzer - Proceedings of the 17th annual conference on Computer ..., 1990 - portal.acm.org
... The equation of motion for a **rigid body** in an ... The **dynamics** code in corpus is a
straightforward implementation of the ABM, computed in **body**-local rather than ...

Cited by 117 - [Related Articles](#) - [Web Search](#)

Efficient self-collision detection on smoothly discretized surface animations using geometrical ... - group of 5 »

P VOLINO, NM THALMANN - Computer Graphics Forum, 1994 - Blackwell Synergy
... of **recursive** calls to hierarchical **collision** detection procedure (A) and ... The calculation
charge of our self-**collision** algorithm is ... **Body**-and-Cloth surfaces ...

Cited by 111 - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

Implementation of multi-rigid-body dynamics within a robotic grasping simulator

AT Miller, HI Christensen - Robotics and Automation, 2003. Proceedings. ICRA'03. IEEE ..., 2003 -
ieeexplore.ieee.org

... vector of a system of n **rigid** bodies at ... world full of obstacles without making the
dynamics intractable to ... Proximity Query Package) [6]. When a **body** is loaded ...

Cited by 12 - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

Interval arithmetic recursive subdivision for implicit functions and constructive solid geometry - group of 2 »

T Duff - Proceedings of the 19th annual conference on Computer ..., 1992 - portal.acm.org
... compositing, computer-aided animation, **recursive** subdivision, image ... 8. **Dynamic Collision**
Detection If we can describe the ... points on a **rigid body** tumbling and ...

Cited by 94 - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

Collision detection between geometric models: A survey - group of 11 »

M Lin, S Gottschalk - Proc. of IMA Conference on Mathematics of Surfaces, 1998 - soe.ucsc.edu
... developing external memory algorithms, **dynamic** pre-fetching ... for non-penetrating **rigid**
body simulation ... Interval arithmetic and **recursive** subdivision for implicit ...

Cited by 272 - [Related Articles](#) - [View as HTML](#) - [Web Search](#)

User-controlled physics-based animation for articulated figures - group of 9 »

E Kokkevis, D Metaxas, N Badler - Proc. of Computer Animation, 1996 - doi.ieeecomputersociety.org
... The **collision** response module interacts with the ... ABM) [8], an efficient **recursive**
procedure which ac ... to elegant solutions in **rigid-body dynamics** problems with a ...

Cited by 38 - [Related Articles](#) - [Web Search](#)

Scholar [All articles](#) [Recent articles](#) Results 1 - 10 of about 50 for "**physics engine**" game collision. (0.12 seconds)

All Results

[D Bourg](#)

[J Klein](#)

[T Jakobsen](#)

[C Massey](#)

[M Cavazza](#)

[Advanced Character Physics - group of 8 »](#)

T Jakobsen - Gamasutra. com, gamasutra physics resource guide, 2003 - ns.ioi.dk
... time per frame will be allocated to the **physics engine**). ... integrated in IO's in-house
game engine Glacier ... It also handles both **collision** and resting contact in ...
[Cited by 36](#) - [Related Articles](#) - [Cached](#) - [Web Search](#)

[\[book\] Game Physics - group of 3 »](#)

DH Eberly - 2003 - books.google.com
... descriptions of the mathematics and algorithms needed to create a powerful **physics engine** are sections ... **Game Physics** David H. Eberly **Collision** Detection in ...
[Cited by 15](#) - [Related Articles](#) - [Web Search](#) - [Library Search](#)

[BREVE: a 3D Environment for the Simulation of Decentralized Systems and Artificial Life - group of 12 »](#)

J Klein - Proceedings of Artificial Life VIII, The 8th International ..., 2002 - parallel.acsu.unsw.edu.au
... The **physics engine** currently implemented in breve is a work-in ... A New Algebraic Rigid
Body **Collision** Law Based On ... of John Conway's new solitaire **game** "Life ...
[Cited by 39](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#)

[\[book\] Physics for Game Developers](#)

DM Bourg - 2002 - books.google.com
... Maybe you licensed a really cool **physics engine** but you ... are a few examples of specific
game elements that ... effects of fuel burn-off •The **collision** of objects ...
[Cited by 41](#) - [Related Articles](#) - [Web Search](#) - [Library Search](#)

[AI in Computer Games - group of 2 »](#)

A Nareyek - Proceedings of the conference on Visualization'02, 2004 - portal.acm.org
... does the player of a computer **game** perceive the ... many cases, developers also subsume
collision detection under ... is the responsibility of the **physics engine**, so I ...
[Cited by 10](#) - [Related Articles](#) - [Web Search](#)

[The Emergence Engine: A Behavior Based Agent Development Environment for Artists - group of 5 »](#)

E Mendelowitz - Proc. Twelfth Conf. on Innovative Applications of Artificial ..., 2000 - ttivanguard.com
... When the **physics engine** detects an object within an ... Francisco, Calif: Computer **Game**
Developers Conference. ... An Interactive and Exact **Collision** Detection System ...
[Cited by 7](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#) - [BL Direct](#)

[Qualitative physics in virtual environments - group of 6 »](#)

M Cavazza, S Hartley, JL Lugin, M Le Bras - Proceedings of the 9th international conference on ..., 2004 - portal.acm.org
... level events defined within the **game engine** (derived from the **collision** detection
procedures in ... manipulated by the native **physics engine**, Karma™, are ...
[Cited by 6](#) - [Related Articles](#) - [Web Search](#)

[New ways of worldmaking: the Alterne platform for VR art - group of 6 »](#)

M Cavazza, JL Lugin, S Hartley, P Libardi, MJ ... - Proceedings of the 12th annual ACM international
conference ..., 2004 - portal.acm.org
... The former has made **game engines** a popular ... developments have been integrated, bypassing
the native **Physics engine**. ... of the virtual world) is physical **collision**. ...
[Cited by 5](#) - [Related Articles](#) - [Web Search](#)

[How physics is used in video games - group of 5 »](#)